IN THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

1   1.   (Previously Presented)   A method for processing referenced objects,

2   comprising:

3   referencing an object by selected indicia, the selected indicia being a name, a

4   globally-unique identifier or a globally-unique identifier and an object locator;

5   searching for the object by the selected indicia;

6   downloading the object having the selected indicia;

7   analyzing the downloaded object to identify the selected indicia of the downloaded

8   object; and

9   capturing the object in persistent memory when the selected indicia is identified to

10   include a globally-unique identifier.

1   2.   (Original)   The method of claim 1 wherein the referencing of the object is

2   by an object name and the searching for the object is performed by object name.

1   3.   (Original)   The method of claim 2 further comprising attempting to find

2   the object when the object resident in a presentation device is referenced with a globally-

3   unique identifier.

1   4.   (Original)   The method of claim 3 further comprising downloading and

2   capturing the object when the attempt to find the resident object fails and the object is

3   referenced from a secure environment.

1   5.   (Original)   The method of claim 1 wherein the referencing of the object is

2   by a globally-unique identifier.

1   6.   (Original)   The method of claim 5 further comprising attempting to find

2   the object resident in the presentation device using a globally-unique identifier.

1   7.   (Original)   The method of claim 6 further comprising searching for the

2   resource inline in a resource group in a print file when the search for a resident globally-

3   unique identifier fails.

1   8.   (Original)   The method of claim 7 further comprising downloading and

2   capturing the object by the globally-unique identifier if the resource is found inline in a

3   resource group in the print file and the object is secure.

1   9.   (Original)   The method of claim 1 wherein the referencing of the object is

2   by a globally-unique identifier and an object locator.

1   10.   (Original)   The method of claim 9 further comprising attempting to find

2   the object resident in the presentation device using a globally-unique identifier.

1   11.   (Original)   The method of claim 10 further comprising searching for the

2   resource inline in a resource group in a print file when the search for a resident globally-

3   unique identifier fails.

1   12.   (Original)   The method of claim 11 further comprising downloading and

2   capturing the object by the globally-unique identifier if the resource is found inline in a

3   resource group in the print file and the object is secure.

1   13.   (Original)   The method of claim 11 further comprising looking for the

2   object in a resource library by object locator when the inline search is unsuccessful.

1   14.   (Original)   The method of claim 13 further comprising determining

2   whether the globally-unique identifier assigned to the object matches the globally-unique

3   identifier referenced.

1   15.   (Original)   The method of claim 14 further comprising downloading and

2   capturing the object by the globally-unique identifier if the globally-unique identifier

3   assigned to the object matches the globally-unique identifier referenced.

1   16.   (Original)   The method of claim 14 further comprising indicating an error

2   if the globally-unique identifier assigned to the object does not match the globally-unique

3   identifier referenced.

1   17.   (Original)   The method of claim 14 further comprising indicating an error

2   if the object does not contain a globally-unique identifier.

1   18.   (Canceled)

1   19.   (Withdrawn)   A object data structure of a data stream for referencing and

2   identifying presentation objects, the object data structure including a globally-unique

3   identifier assigned to a presentation object, the globally-unique identifier providing integrity

4   to object identification.

1   20.   (Withdrawn)   The data structure of claim 19 wherein the globally-unique

2   identifier assigned to the object allows the object to be securely referenced for re-use.

1   21.   (Withdrawn)   The data structure of claim 19 wherein the globally-unique

2   identifier assigned to the object is platform-independent.

1   22.   (Withdrawn)   The data structure of claim 19 wherein the data stream is a

2   Mixed Object Document Content Architecture data stream.

1   23.   (Withdrawn)   The data structure of claim 19 wherein the globally-unique

2   identifier comprises a date and time stamp.

1   24.   (Withdrawn)   The data structure of claim 19 wherein the globally-unique

2   identifier comprises a checksum value.

1   25.   (Withdrawn)   The data structure of claim 19 wherein the globally-unique

2   identifier comprises a binary counter.

1   26.   (Previously Presented)   An article of manufacture comprising a program

2   storage medium readable by a computer, the medium tangibly embodying one or more

3   programs of instructions executable by the computer to perform a method for processing

4   referenced objects, the method comprising:

5   referencing an object by selected indicia, the selected indicia being a name, a

6   globally-unique identifier or a globally-unique identifier and an object locator;

7   searching for the object by the selected indicia;

8   downloading the object having the selected indicia;

9   analyzing the downloaded object to identify the selected indicia of the downloaded

10   object; and

11   capturing the object in persistent memory when the selected indicia is identified to

12   include a globally-unique identifier.